The Status Line

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Sherlock Holmes - Immortal Legend

The Crown Jewels have been stolen; You're the only one who can find them

"You are standing in the spill of a gas streetlight outside 221 B Baker Street. You have come in response to an urgent summons from your old landlady, Mrs. Hudson. As the fog swirls around you, you huddle into your coat and shiver in the predawn chill."

Thus begins *Sherlock: The Riddle of the Crown Jewels,* which catapults you into the fog-bound streets of Victorian London. All week long, the city has been bustling with preparations for Her Majesty's Golden Jubilee. Crowds of sightseers and souvenir vendors fill the streets. Newspapers detail the gala array of festivities—special services at Westminster Abbey; a Royal procession through the streets of London; and Queen Victoria reigning over all, resplendent in the Crown Jewels.

At least, that's the official plan. Unbeknownst to the celebrants thronging the city, a crisis has arisen: the Crown Jewels have been stolen from the Tower of London, If they're not recovered before the festivities begin, the theft will be exposed and the government will fall into international disgrace.

Sherlock: *Mystery so real you'll taste the pipe smoke in your mouth..*

Only 48 hours remain to solve the crime. With Scotland Yard baffled, the Prime Minister calls on Sherlock Holmes, the famous consulting detective. But riddles left at the scene of the crime include a direct challenge to Holmes, and he suspects that the theft is as much a deadly trap for him as it is an attempt to embarrass the government. To throw the scoundrel off his guard, Holmes turns the investigation over to you, his trusted cohort, Dr. Watson.

With Holmes by your side, you use your wits, intuition, and a myriad of clues to solve the riddles and piece together the mystery. From Trafalgar Square to Madame Tussaud's, from Westminster Abbey to the Tower itself, you criss-cross London until finally you trace the evil to its source and find yourself face-to-face with the Napoleon of Crime—Professor Moriarty. One false move here will bring disaster not only to you and Holmes, but to the entire British Empire.

Sherlock is the first game in Infocom's new "Immortal Legends" series. The games feature enhanced interaction with legendary characters of the past in the settings in which they became famous. Developed by Bob Bates and Challenge, Inc., the series combines humor and puzzle-solving into satisfying adventures that will stay with you long after you turn away from the computer. The game *Sherlock* itself is a comic mystery, and its cast of characters includes the Baker Street Irregulars, Mycroft Holmes, and the always-incompetent Inspector Lestrade, about whom Holmes says, "Be kind to him, Watson. He has delusions of adequacy."

And although Holmes himself disapproves, you have access at all times to our new on-screen hint system. So if your magnifying glass clouds up, you can simply type HINT and choose from a carefully designed hint menu that lets you select anything from a gentle nudge to a step-by-step solution.

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Yow! Comic books on a computer only $12

Just like comic books but you can see the plot from different points of view

Infocom and Tom Snyder Productions present Infocomics, a bold new form of storytelling.

By this time, many of you have probably snapped a synapse or two trying to navigate your way through the wilds of Quendor in *Beyond Zork* or dodging bloodthirsty guard dogs in *Border Zone.* So you're probably ready for a little Rest and Relaxation. Well, don't touch that power switch, because we've got the cure for what ails you. The cure? Infocomics, of course! And what are Infocomics? Simply put, they're traditional comic books brought to life on your computer screen in new and exciting ways.

Now, we all have our favorite comic books or comic strips, but what makes them so special and memorable? It's that comics transport you to new and different worlds, peopled by fantastic and interesting characters who have absorbing stories to tell. And they do all that using a deceptively simple and direct format. When these things come together just right, you've got a comic that grabs you and makes you forget about the outside world for a little while. Infocomics do that and much, much more.

When you boot up an Infocomic, your computer will be transformed into a comic book, mimicking the real thing, complete with turning pages. Picture this: a deadly ray from a far-off planet sweeps through space, causing harmless animals and insects to mutate and devastate Earth. Sounds like a great comic already, right? But because it's an Infocomic, it's unlike any comic you ye ever seen.

Radnor, the evil magician of Egreth puts the lovely Acia under his spell in the Infocomic's fantasy story ZorkQuest: Assault on Egreth Castle.

The panels of an Infocomic use sounds and exciting cinematic effect—panning, zooms, dissolves—that bring the colorful graphics to life and draw you right into the action. So you'll actually see and hear that ray slice through space and see the animals grow right before your eyes. Then you'll watch them as they run amok, wreaking havoc on the Earth and munching on famous landmarks for lunch.

One story through many eyes

But while Zabor, Chief of the Earth Defense League, helplessly watches these munching mutants, elsewhere our hero, Lane Mastodon, rockets through space, oblivious of the ray's wrath. And on Jupiter, the villainous Blubbermen delight in Earth's deadly dilemma. At any given moment these characters each have their own tales to tell. In order to get the big picture, you'll want to see all of them.

In Infocomics, the tales of these characters and many others are intricately intertwined, their paths merging here and diverging there. The end result is a cleverly fascinating story made up of the labyrinth-like structure of the various characters' story lines. Infocom-

Please turn to page 6

>Read the letters to the editor

Dear Assorted Gentlefolk,

Come on, people — give me a break! As an avid interactive games player (would that be games-woman?) who happens, by chance, to make her living — and thus be able to BUY said games — as a romance novelist, I was alternately delighted, amused, dismayed and plainly ticked-off by your recent articles regarding your new *Plundered Hearts* game.

I was delighted and amused because it's about time someone saw the fun side of romance fiction and besides, if I'm playing *Plundered Hearts* when I *should* be rewriting Chapter Six for the twenty-seventh time, can it truly be said that I'm not working? Should I not be able to write off the cost of the game as... well, as research, perhaps? Inspiration? Playing *Hitchhiker's,* the various *Zorks, Wishbringer* etc., while certainly entertaining and wonderfully effective as "work avoidance" ploys, do not have the same... how shall I put this?... cachet of legitimacy. When my editor calls to ask why I'm six weeks behind schedule, it's going to sound infinitely more reassuring to tell her that I have spent the morning trying to keep my heroine safe from harm than having to tell her that I've spent all morning trying to get the babel fish out of the damned dispenser.

I was simultaneously dismayed and plainly ticked-oft however, at a couple of throw-away jibes at romance fiction that are not only unfair, but downright untrue. In the Fall issue of *The Status Line,* for instance, you mention that Amy Briggs, by way of research, spent "her formative years reading *trashy romances."* Would you, pray tell, appreciate having your games — your brainchildren, the fruit, so to speak, of your blood, sweat, tears and love — called "trash"? (Actually, I've heard them called much worse things, but we won't go into that.) Let's not fling mud, gentlefolk: I will resist taking pokes at YOUR product if you'll resist taking pokes at MINE... not, at least, until you've read a few dozen...

I was also perturbed (actually, I was more than perturbed, but I'm feeling uncharacteristically gracious today) by the interview with Amy in the Winter issue where the dauntless "reporter" asks if *Plundered Hearts,* like the romance novels from which it is derived, doesn't actually demean women by "saying all they're interested in is getting a man. Don't romance novels portray women as helpless air-heads who need Rambo to come and help them across the street?" Helpless air-heads? HELPLESS AIR-HEADS??? Lordy, lordy... may I ask YOU a question? Aren't all interactive computer games played by glandular, mouth-breathing male adolescents suffering from terminal acne and dangerous anti-social tendencies who wear coke-bottle-bottom glasses, and who when not drooling over the keyboard while playing *Leather Goddesses of Phobos* — are either hacking their way into the Defense Department computer system or reading such intellectual goodies as "Writhing Slave Girls Meet the Tentacled Honor"? No? Strange, here I thought.... *[Some who don't read romance novels consider the women in these novels to be "helpless air-heads." The "reporter" fed this question to Amy so she could put it to rest .—Ed.]*

Anyway, I'd like to thank Amy Briggs for gently setting the record straight, but I'd like to go further... [T]he heroines in romances are changing to reflect changes in the women reading them...

My compliments to Amy Briggs—I've dedicated "Pure Chemistry" to her, by the way — for adding another dimension to the world of romance AND to the world of interactive games. Be assured that *Plundered Hearts* is on my Christmas list.

Thank you all very much...
Susan Naomi Horton
Toronto, Ontario

[Anyone out there have a copy of "Writhing Slave Girls" we can borrow?—Ed.]

Dear Infocom,

I am a vicar in good standing with the Anglican church but you are bringing ruin to me. I am wasting my spare time on your games and my head, instead of being filled with pious thoughts, is occupied continually with how I may get the Venus Fly-trap to the beehive.

A few months ago I led a youth camp, and one of the kids had his Amstrad there and was playing *Hitchhiker's Guide* on it. After a few late-night sessions with a gang of noisy teenagers around the machine, I was hooked...

A week ago, attracted by its theological title, I got *Trinity.* Oh Bliss! Oh Rapture! Such Intelligence and Logic! Such a sense of accomplishment after each small section is completed! ...[T]here is a sense of purpose in each puzzle and the whole seems to *fit* in a coherent and logical framework...

Soon I will be finished with *Trinity* and looking for something a little more holy, *Leather Goddesses of Phobos.* Now there's a spiritual sounding title.

Best Wishes,
Kelvin Wright
Hamilton, New Zealand

[We had the very large clerical market in mind when we named it Trinity*.—Ed.]*

The Status Line

Mike Dornbrook as Pee Wee Herman
Stuart A. Kirsch as the Magic Screen
Hollywood Dave Anderson as Chairy
Gayle Syska as Miss Yvonne
Steve Meretzky as the King of Cartoons
Diane Morlock as Chicky Baby
Tom Veidran as Zyzzybalubah
Stu Galley as Floory
Jon Palace as Cocky
Dave Lebling as Globie
Curtis Montague as Cowboy Curtis
Carol Kennedy as Reba
Duncan Blanchard as Terry

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Dear Infocom,

I have exercised me brain, and worked me wits long, but the spell of Logick is incomplete. Long have I trekked through strange and savage zones, but to no avail. At long last, I humbly request that thou, in thy infinite wisdom, wouldst tell me the location of that Magick Stone known as Wishbringer. That my trek may be completed at long last.

Interactively Puzzled,
Alan Estenson
Morris, MN

[We hopest thou wilt getst InvisiClues, that thy trek may truly be fulfilled.—Ed.]

Dear All,

Having bought the *Leather Goddesses of Phobos* and found this card enclosed in the pack I thought I would send it off to you to see if you really will send a copy of *The New Zork Times* to Britain...

Although I am enjoying the challenge (and the lady gorilla) I do feel that this disc of fiction is a little too tame in whatever mode it is played. I know you have all had two terms of Ray-gun but why be so coy? Rebel a little, it's good for the soul.

Here in Milton Keynes we really do know how to express ourselves and have fun. Perhaps one day your bunch will escape from the confines of your repressive totalitarianistic state and discover the true (wholesome) delights and pleasures of this world. Green frogs with crowns on are just one of those delights.

Meanwhile, take care, I expect I shall be buying more Infocom games at some stage so I will monitor the progress of your outfit.

Regards,
Neill Bell
Milton Keynes, Great Britain

[We send almost 10,000 TSL's to other countries in addition to over 125,000 in the US. Thanks for the invite.—Ed]

To the critics of TSL Puzzles:

I *DO* own all of Infocom's games (for 8 bit computers) and Puzzle #16 is the only one I have actually finished. (I did it in under an hour!)

I cut my teeth on *Zork I, II,* and *III* and still play them once in a while... My big beef with Infocom [isn't the difficulty of their puzzles.] I wrote (to Infocom) about six months ago asking to buy one or two Zorkmids... I collect exonumia, which is the collecting of tokens, medals, wooden nickels, etc. It would be a shame to have a good collection without a Zorkmid. I bought all the *Zorks* when they first came out and I don't think I should be punished by having to buy the Trilogy just to get one Zorkmid.

Readers, take pity on me! Send me your spare Zorkmids!

Very Sincerely,
Pat Smith
Buhl, ID

[All Zorkmids sent to The Status Line *will be forwarded to Pat. But before you whip out your Zorkmid, you should know that Hollywood and Stella had a bet (yes, InfoBets are still in vogue) that no one, during the month of November, would send a letter to TSL using the word "exonumia." Well, Stella won the bet, Hollywood bought dinner, and as a token (get it?) of his appreciation, Stella sent Pat a Zorkmid.—Ed.]*

InfoNews Roundup

Coming soon to CompuServe

We are planning to go on-line in early '88 with our own CompuServe forum. Our forum will provide a wide range of services and information for you, our dedicated fans.

First of all we will be putting hints on-line, similar to the on screen hints offered in our newer games. Part of our new forum will include electronic mail communication with our customer support representatives. You will be able to send your questions or problems directly to our reps without the delay of the post office. We will also pack the forum full of the latest information on our products. There will also be an electronic version of *The Status Line (The Status Line* On-Line?). Included in our forum will be all available versions of our current sampler for downloading for free! We are also planning periodic conferences on-line so you can talk to us directly and tell us your comments and suggestions about our games. And last but not least, on-line conferences with our very own game writers.

Sample the Sampler for just $4.95

Christmas has come and gone, and, having checked with our inside sources in Armonk, Cupertino, Westchester, Sunnyvale, and other places, we have determined that a certain S. Claus was a busy little purchaser. Now what better could one buy for a new computer than our own Sampler? We did a survey of technicians at computer stores and the overwhelming majority of them said that when the first software a new computer gets is our Sampler, both the computer and the computer owner live longer, happier lives.

In each and every Sampler, we have stuffed parts of everybody's favorite stories. You can begin with a tutorial from the fabulous introductory fantasy, *Wishbringer.* From there it's on to the original *Zork* and then into the wonderful worlds of *Leather Goddesses of Phobos* and *Trinity.*

"But won't all that adventure and excitement cost me a lot of money," you ask. Only if you think $4.95 is a lot to spend for the best entertainment software available. That's right, our Sampler is available to you at the outrageously low price of $4.95. So introduce your friends, your boss, your teachers, even your sister to the joys of Infocom.

TJ wins softball shirt with 5 and 2 prediction

"It seemed like T.J. was there on the field with us," said Softball Team Manager Lorri Fischer. Sports fan T.J. Allard of Albuquerque, New Mexico, had the foresight and intestinal fortitude to predict the final season record of the InfoBoys (and Girls) of Summer. For the correct entry—the only correct entry received—T.J. wins a limited edition 1987 Infocom Softball shirt (see Fall '87 TSL). T.J. will without question be the pride of Albuquerque sporting this shirt.

The final outcome of the season was a record of 5 wins and 2 defeats, the final being in the league playoff semifinals. If you ever have a chance to go out for a drink with a member of the 1987 Infocom Softball team, be sure to ask about that playoff game with General Computer; you're sure to get a great story.

It was bound to happen...

Believe it or not, something went awry at *The Status Line*. We never thought we'd need a corrections blurb, but here it is.

First, our sincere apologies to Kevin Savetz of Agoura Hills, CA. Kevin's award-winning drawing from *The Hitchhiker's Guide to the Galaxy* graced the envelope of the last issue, but we did not credit him in the issue. Please send lots of money to Kevin in care of *TSL.*

Apologies also go out to Tara "the jewel of Somerville" Dolan. Somehow, it slipped through our careful editorial eyes that Tara lives in Cambridge not Somerville, and thus was incorrectly identified in the story. Apologies also go to the city of Cambridge for slighting it with the mistaken comparison to Somerville. While we are on the subject, we also wish to recognize Joanne "the gem of Canton" Onoyan, Jack "the ingot of Barrington" Tretton, and Jim "the nugget of Windham" Bull.

New Hitchhiker's and Zork I only $14.95

Marilyn McCoo, eat your heart out! We've got the *real* Solid Gold, and now you can get it too! We've taken our best-selling games, *Zork I* and *The Hitchhiker's Guide to the Galaxy,* redesigned the packaging, added new features, and called them Solid Gold! But this is the first time Solid Gold has been so inexpensive; the stories of the Solid Gold series are available for only $14.95!

We want to let everyone find out how good Infocom interactive fiction is, so we've made the Solid Gold series like the paperback version of your favorite best-seller. Not a single treasure, a single adventure, not even a single witty reply has been taken out. You get the *complete* game diskette and an instructional manual in a beautiful, newly redesigned package.

And not only did we not remove anything from the game diskettes, we filled them to the bursting point. On-screen hints are included on the diskettes. Like InvisiClues, these on-screen hints tell you only what you want to know, when you want to know it, proceeding from a gentle nudge in the right direction to the entire answer.

Solid gold

Solid Gold means All-Time Best-Seller! Solid Gold means Long-Term Classic! Solid Gold means the Best in Interactive Fiction! *Zork* has literally changed the lives of hundreds of thousands of people for whom it was the very introduction to computers. The Solid Gold *Zork I* is the original, the one that was certified Platinum by the Software Publishers Association this fall. For anyone who doesn't own *Zork,* now's the time to get it. For anyone who doesn't know what *Zork* is, now is the time to buy them a present.

The Hitchhiker's Guide to the Galaxy

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Having problems with your sex life or EGA card?

We'll start with the easy problem first. Several customers with EGA cards have reported problems with *Beyond Zork.* The game boots with the wrong colors on the screen, making the text unreadable. Not all EGA cards are affected.

We are working on a fix and should have one by the time this edition reaches you. If you are having problems, call our customer support hotline, (617) 1 576-3190. One of our reps will provide you with further information on this problem.

If you can't wait for the fix, you can play the game in text mode by typing BEYONDZO /a (for text mode).

As for your sex life...

"No, thanks! Adventurer doesn't agree with me!"

E. Patrick Hartnett

Here's a second look at three classic titles

Fooblitzky

Fooblitzky is a particularly special Infocom product for two reasons. First, it is our only multiplayer computer board game (2-4 players), and second, it uses whimsical graphics—yes, graphics, to delight and captivate players.

After being introduced in 1985, *Fooblitzky* has been applauded. Our customers speak out in praise of its humor and imagination; critics discuss its ingenuity and skillful manipulation of graphics.

InCider magazine said, "The graphic screens are lively and amusing. The action is fast, and the unusual situations in which you find yourself are frustratingly funny. Fooblitzky is a guaranteed good time and perfect for family fun." *Analog Computing* proclaimed, "*Fooblitzky* does for board games what the other Infocom games did for books—revolutionize them... computerize them and... bring them into the 21st century and beyond."

In an animated city named Fooblitzky, your goal is to acquire the four objects secretly chosen by each of the four players at the beginning of the game. With each spin of the wheel (your computer does the spinning), you travel through the twelve Fooblitzky streets trying desperately to acquire the right objects and make it to the checkpoint before anyone else.

You buy objects with foobles (a fitting name for currency in Fooblitzky!) at the different animated city stores. You are allotted a cache of foobles at the start, but if you're not careful you could encounter speeding cars, bumping pedestrians, "The Chance Man" (a con artist/mugger) or falling pianos... which might rid you of your foobles or possessions, complicating the scavenger hunt. All is not lost if you run into any of these nuisances, for you can get a job to regain your foobles or trade to reacquire objects.

Don't be fooled; *Fooblitzky* is not as simple as it may sound. Obstacles and twists of fate graduate *Fooblitzky* from a whimsical foray in the board game world to a challenging computer strategy game. Learning and playing the game comes with ease, but success depends on how well you plan your strategy. You have to combine your strategic and deductive skills to move through the city while trying to figure out what the other players are thinking. Large, erasable worksheets are included with the game to make planning easier and more thorough.

In most of our games your adversary is hidden deep in the "mind" of your computer. In *Fooblitzky,* like in most board games, you are able to compete with, trick, and outsmart living, tangible competitors who are sitting right next to you.

Foo what? Fooblitzky! *Our computer board game. Two to four players race through the streets of the City of Fooblitzky trying to outsmart their opponents.*

Visit the future in A Mind Forever Voyaging. *You play the part of a computer simulating life in the 21st century. You must test a plan for the future.*

Fooblitzky combines elements of favorite board games with the imagination of computer games, catapulting it into the Information Age in the guise of a computer game that is part luck, part skill.

A Mind Forever Voyaging

In *A Mind Forever Voyaging,* by Steve Meretzky, you leave puzzle-solving behind as you explore realistic worlds of the future and make decisions about the fate of the human race.

Since its introduction in 1985, *A Mind Forever Voyaging* has been the critical acclaim. *A+* magazine said, "*AMFV* is a bewilderingly with a slightly different flavor than that of Infocom's other offerings." *Analog Computing* proclaimed, "*A Mind Forever Voyaging* takes the Infocom concept to the next logical step in its evolution – and takes you on a voyage you'll never forget."

In this realistic science-fiction novel you are brought to the United States in the 21st century... the year 2031: the world has deteriorated to a chaotic mess. Crime is rampant; social harmony has become a thing of the past. Massive government regulations have brought the United States, now USNA (the United States of North America) to the brink of becoming an immense police state. The future of the world looks grim. Something has to be done before it's too late.

Senator Ryder has a plan, a plan that would bring back the social tranquility and economic stability of the 1950s and combine it with the advanced technology of the 21st century to form an efficient, serene society.

Before the plan can be implemented it must be tested. Because you are PRISM, the world's first sentient computer, you are chosen to perform the test. Your job is to enter a simulation of the plan, which will take place in Rockvil, South Dakota, and report your findings so that it can be decided if the plan is worth implementing.

The world is depending on you. As a sophisticated computer with human perception, you must travel to the future and compile any information that might be useful in perfecting the plan and saving humanity from doom.

We wouldn't have you save humanity without giving you a little help, now, would we? In each *AMFV* package you find a map of Rockvil, South Dakota a Class One Security Mode Access Decoder and a "Quad Mutual Insurance" pen to help you in your travel through the future.

Planetfall

Travel to the 114th century in author Steve Meretzky's first story, *Planetfall. Planetfall* is a hilarious science fiction game full of adventure and galactic intrigue.

Planetfall, introduced in 1983, has been the recipient of numerous awards and has been blessed with overwhelming popularity.

A panel of judges assembled for Chicago's Consumer Electronics Show (CES) in 1984 voted *Planetfall* one of the most original software programs for that year. *Computer Games* magazine named *Planetfall* "Best All-Text Game of the Year" in 1983. *InfoWorld* cited the product as "Best Adventure Game of '83."

As acclaimed as his story, author Steve Meretzky was named "The Best Software Designer" of 1984 by *Video Review Magazine.*

The story begins with you, a seventh class ensign in the Stellar Patrol, scrubbing decks aboard the S.P.S. Feinstein. You take your orders from miserable Ensign First Class Blather, who hands you demerits if you so much as take a short break from your drudging task. You are even forced to clean the trail of green slime left by alien ambassador, Br'gun-Te 'elkneripg' nun — Ugh! Wouldn't it be nice for an unexpected adventure to come your way to rid you of this life of drudgery?

An explosion suddenly rocks the ship. You run for an escape pod to take you from the exploding ship. Safely aboard the pod, you plummet through space and land on the planet Resida. After swimming ashore, you find yourself alone on an abandoned planet.

Feeling your stomach rumble and your eyelids get heavy, you set out to find food, water shelter and sleep. "This can't be too difficult," you say to yourself. Don't be too sure; Resida has lots of surprises in store for you!

Your emergency ration will not last forever, so you must find food before starvation takes its toll. Finding liquid is no problem, but finding something safe to drink is another thing entirely.

Worried about companionship? Fear not, for during your exploration of Resida you meet Floyd, a mischievous little robot who takes an instant liking to you and becomes your constant com-

Please turn to page 10

Is it GUE Tech or MIT? Dave Lebling explains it…

Ever since we released *The Lurking Horror* by Dave Lebling we've been getting questions from players about the setting. We thought we'd go straight to the source and ask Dave for the straight dope.

TSL: Is GUE Tech really MIT?

Dave: I definitely based it on part of the MIT campus. When I was a student at MIT, there was a pastime called "Institute Exploring" (also known as "Tunnel Tours"). A group of students would go over to the main pan of the campus at around 3am and try to visit some of the more obscure and off-limits locations.

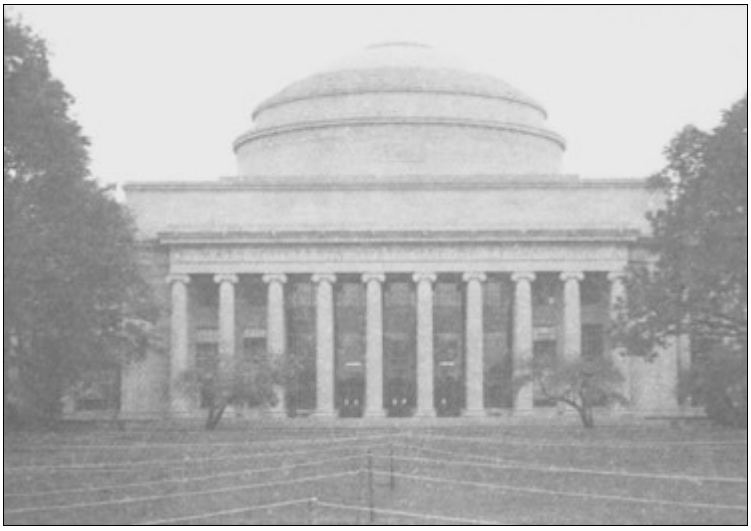
MIT is full of basements and sub-basements, and those are often with crammed with incomprehensible equipment left over from some cancelled research project. Late at night there are still professors and students working, but for the most part all you see are security guards and maintenance crews.

TSL: So some of the locations in the game are based on real places?

Dave: Except for a few. As far as I know, there is no eldritch altar at which students are sacrificed to nameless gods. But then, I was never a professor, so I can't be sure.

Most of MIT's buildings are connected by basements and tunnels, some of which are not generally accessible to the student population, unless... Well, let's put it this way. MIT students are very good at acquiring keys or at "getting past" locks when keys aren't available.

Until fairly recently there was a door (not at quite the same location as in the game) in the chemistry building that said "Department of Alchemy." Alas, I'm told that what was behind it was a storage room.



A stunning photo of MIT's Great Dome: Is the dome a grazing pasture for cattle, or a most elaborate single car parking structure for VW Beatles?

There really is a skyscraper (well, twenty stories) on campus, housing the geology department, among others. There really was at one time a semi-transparent plastic dome housing a tree atop the building. I have no idea why, or what type of tree it really was. When I was a student, it was possible to get to this roof by going the wrong way through a door that said "Positively No Admittance, Opening Door Sounds Alarm." When we visited the roof, the alarm didn't go off.

The Great Dome, which has been featured in such masterpieces as Star Trek, is often the site for elaborate decorations. In my memory it's been disguised as a giant cupcake, a Halloween pumpkin, and so on. Rumor has it that a cow and a Volkswagen have also been hoisted onto it.

TSL: The Infinite Corridor? Is that real?

Dave: The main building of MIT is almost aligned east to west. On certain days of the year, the setting sun shines all the way down the Infinite Corridor, just like the temple of the sun at Karnak, Egypt. MIT is reputed to have more miles of corridor than any building except the Pentagon.

TSL: There can't really be a Tomb, can there?

Dave: Yes, there can! It's called the Tomb of the Unknown Tool ("tool" is MIT slang for a nerd). It's roughly coffin-shaped, not quite as tight a squeeze as in the game, and has no trap door inside it.

TSL: What about Miskatonic University? Is GUE Tech in Arkham?

Dave: Well, I have a theory about Miskatonic University. After all the troubles they were mixed up in the twenties and thirties, they probably had a lot of difficulty recruiting students. It was the Depression, after all. I think that perhaps a benefactor, George Underwood Edwards, may have infused a lot of money into several struggling small schools about then, and caused them to merge into GUE Tech. After all, Yale University was renamed after its benefactor, why not Miskatonic?

TSL: Do you really live on a hill crowned with a circle of stones?

Dave: Absolutely, although we've since discovered that the odd noises at night were merely a raccoon.

Dear Diary: Chips & chicks don't mix

Dear Diary,

Well, I decided to tell you about my problems with girls. I hope the person who reads this is able to give me some good advice. I don't know how serious the writer of the Dear Diary column is, but I am quite serious.

Should I tell the good news or the bad news first? Well, let's start with the good news. The good news is that I am quite handsome; not my opinion, many have said it to me. The bad news is that I am very shy, so it's difficult for me to get a girlfriend. To say the truth, I have never had one - and I am eighteen! On top of this, I am an Infocom and computer fan; I am the proud owner of a Commodore 64 personal computer. I have often wondered, why is it that girls run away when they hear the word "computer"? I hope the people at Infocom have an explanation for this.

There is no reason to fear me, you know. I have a good sense of humour and I am a great poet. Example:

My life, what does it mean
Without a girl tenderly loving?
I'd better take my life
Without anybody knowing.

Sorry, Dear Diary, I must go now; the macaroni is ready in the kitchen. I'll be back some other time!

Bye for now,
Kalman Tanito
Tampere, Finland

P.S. I wonder if *Plundered Hearts* is the answer?

Dear Fickled in Finland,

Perhaps it is the way you say 'computer' that makes women retreat in horror. If that is the case, I highly recommend playing *Plundered Hearts,* an adventure game that will allow you to uncover the feminine mystique, while adapting the persona of the heroine in order to complete the game.

Or, perhaps, the mention of a computer in conversation plants visions of boring evenings spent to the sound of whirring fans and pick-and-pecked keys in the minds of these still young and impressionable ladies. If that is the case, why not suggest a date playing one of our games, like *Plundered Hearts* or *Moonmist,* to show how exciting the world of interactive fiction can be

Or, perhaps you should re-evaluate the sources of information about your looks. If they are nerds, or worst yet, family members, take a long look in the mirror. Try a more modern hair-cut; try to wear pants that cover your socks, and throw those plastic pen holders away. Then I suggest you try to find women by joining a computer club.

Remember the old cliché, "Beauty is only skin deep." And, if you become immersed in one of our games in a darkened room, let your imagination run wild. Go ahead, make that risky move! No one ever died on a first date.

P.S. Don't forget to save your place! Good luck!

Need advice about romance? If there are any other lost lovers out there, please write me, Dear Diary, in care of The Status Line.

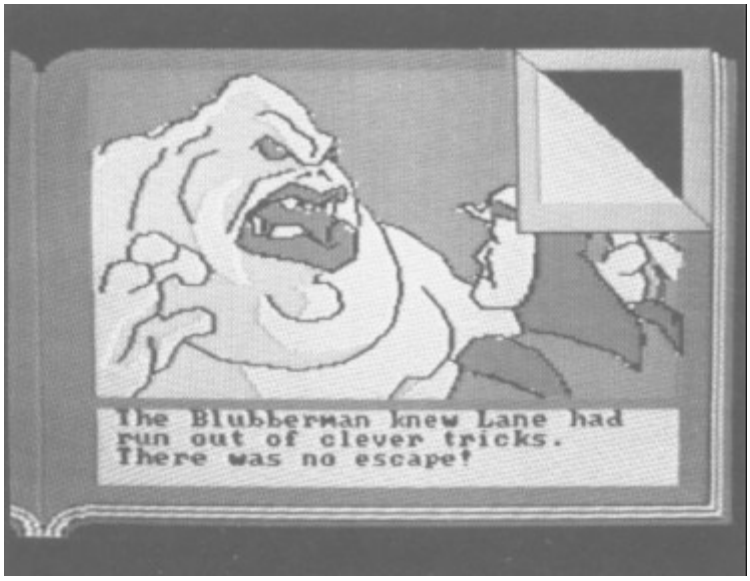
Practicing spells…

Joseph F. Mundy

Infocom & TSP team up for Infocomics

Both Infocom and Tom Snyder Productions are located in North Cambridge, Massachusetts. As the pigeon flies, the companies are about a half-mile from each other. But thanks to "no left turn" signs, a shopping center, a dump-turned-park, and a couple of life-threatening rotaries, you have to journey miles in seemingly wrong directions to drive from one company to the other.

Similarly, Infocom and Tom Snyder Productions (TSP) are philosophical neighbors separated by a labyrinthine medium. Both companies protect unique corporate cultures that encourage creativity, and both are known for producing innovative, high-quality software. Yet Infocom is the king of all-text adventure games, while TSP is the renegade frontiersman of educational software. What brought the companies together was their shared daring to develop a whole new kind of product.



Lane Mastodon faces the anti-dieting fanatic Blubbermen. This illustration and many more are from the electronic pens of TSP's artists Doug McCartney, Bob Thibeault and project leader, Peter Reynolds.

Games for students

TSP was founded in 1980 by Tom Snyder (no relation to the TV talk-show personality of the same name). While teaching fifth grade, Tom made his geography and history lessons more fun by devising simulations and games for the students. Soon he was using his home computer to keep track of all the class information, and eventually he was designing educational software for both students and teachers.

Tom doesn't have his Ph.D. in education (in fact, he says his academic record is "below average"). He's a rock-and-roll musician and a self-proclaimed computer nerd; yet he is considered one of the country's leading educators. He has strong convictions, trusts his instincts, and with his talented staff, he has built a successful and well-respected company.

Though TSP has produced mostly educational software, it has dabbled before in the entertainment market with *Puppy Love,* where players teach tricks to an electronic dog, and *The Other Side,* a multiplayer game similar to *Diplomacy.*

Ten years of experience

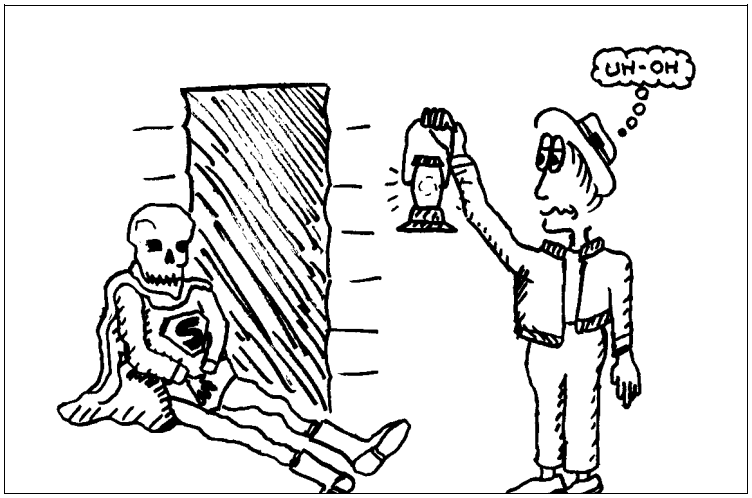
Infocom brought to Infocomics ten years of experience in interactive storytelling. TSP brought the technology, the artists, and the idea to tell a story through graphics. Computers today are capable of displaying graphics of extraordinary detail and color. Most software developers, let loose like kids in a candy store, spend lots of time and disk space trying to "max out" the graphics capabilities. (This craze hit a peak recently when the publisher of a new game boasted "The graphics in the boot screen take up more disk space than everything else put together!") TSP, as usual, bucked the trend, focusing its efforts on *using* the pictures, not just showing them.

TSP designed highly evocative, minimalist, comic-book-style line drawings, which can move or transform. Thus, even though each Infocomic has hundreds or thousands of images, there's plenty of room for a long, rich story. The result: graphics which *tell* and *are* the story, rather than "paintings" which mask, over-whelm, or are irrelevant to the story.

Like editing a film

Infocom and TSP were equal creative partners in the development of Infocomics. Together they kicked around ideas for each story. Infocom drew a "flowchart" diagramming the criss-crossing paths of each character in the story, and wrote a script for each scene in the flowchart. TSP then used the script and flowchart as a foundation, adding new ideas as the pictures were drawn. Each week TSP gave a work-in-progress disk to Infocom, and like the editing of a film, both companies worked together to improve both the text and graphics, right up to the last minute.

Infocom and TSP are proud of the first three Infocomics: *Lane Mastodon vs. The Blubbermen, Gamma Force* in *Pit of a Thousand Screams*, and *Zork-Quest: Assault on Egreth Castle.*



Brian Tate

More about Infocomics

Continued from page 1

ics allow you to wander through this structure, following any character's tale and branching to another's whenever their paths intersect. At every turn, another piece or another perspective is added to the overall story in an enlightening and often surprising way. The plot thereby delightfully unfolds in a manner that is totally unique to this new storytelling medium.

No puzzles, maps or manuals

While Infocomics are complex in their structure, they're incredibly simple to use. In fact, they're so easy to use, there's no need for an instruction manual. Only four keys are needed to watch them! The "pages" turn by themselves. You can fast forward, stop, and rewind any time you like by pressing the arrow keys or the space bar. To jump to another character's path, press the RETURN (or ENTER) key. Otherwise, just sit back and enjoy!

Something for everyone

The first three issues of Infocomics offer a host of varied and entertaining characters and storylines. There's something for every taste—from comedy to fantasy to adventure.

Check out *Lane Mastodon vs. The Blubbermen* by Steve Meretzky. In this comic spoof of 1930's science fiction, Lane Mastodon, accountant turned superhero, fights to save humanity from the evil Blubbermen of Jupiter.

Or try *Gamma Force in Pit of a Thousand Screams* by Amy Briggs. This exciting superhero series features the *Gamma Force,* a trio of brave aliens each of whom *possesses a different power*. Thrill to the action as they try to free their planet from an evil overlord and his Pit of a Thousand Screams.

Finally, you'll enjoy *Zork Quest: Assault on Egreth Castle,* by Elizabeth Langosy with characters and selected architectonics by Dave Lebling. Follow a caravan of Quendorians as they travel through the countryside, unaware that they are being manipulated by the Evil Magician and headed to a fateful confrontation at Egreth Castle.

There's more action and adventure to come, so don't miss these three premier issues. All three titles will be available in March for Apple II series, Commodore *64/1* 28, and IBM and 100% compatible computer systems. With hours of entertainment at the amazingly low price of only $12, Infocomics are an incredible bargain.

Results from Readers' Poll #3

Hi! Suzy Statistician here with more scintillating statistics and a super new survey I'm certain you'll be psyched to see. First, here's some of the results from Readers' Poll #3. In that poll, if you remember, we asked you, our loyal fans, whom we should collaborate with in future works of interactive fiction. We also asked what historical and fictional characters should be the subjects of future works of interactive fiction.

If you've read page one of this issue, you know by now what historical/fictional character was overwhelmingly chosen for the subject of an Infocom title! That's right, you wanted to see Sherlock Holmes, and we've now provided him. (If you're thinking that we took your poll results and came out with this game in a few short months, please contact *The Status Line's* resident bridge salesman.) Actually, *The Riddle of the Crown Jewels* has been in the works for over a year now. But it does go to show how much we're all on the same wavelength.

We haven't stopped with Sherlock Holmes either. Development is hard at work looking into all the other wonderful ideas that all of you came up with. And rather than just blurting out all the names of your favorites now (Our competitors would love that, wouldn't they!), we'll wait until the games are done and surprise you.

The same holds true for the people whom you think we should collaborate with. Many a legal document might be put in jeopardy if we were to tell you who we are trying to get to co-write a game. But many of you not quite understanding the word "collaborate" gave us some interesting ideas, that we will list here. For those of you who don't understand, just look up *collaborate* in your favorite dictionary. Topping the list of non-contenders are: J.R.R. Tolkien, Ernest Hemingway, C.S. Lewis, Steve Meretzky, Dave Lebling, Brian Moriarty, Gayle Syska, Elizabeth Langosy, and various other dead people and employees.

Well, enough about the past; let's talk about the future. Paula (you remember her, our previous pollster, known for her positively prolific polls) tells me that you haven't all been too diligent in filling out readers' polls, and that maybe you need some, well, motivation. So, here's the motivation: I, Suzy Statistician will hereby, hitherto, henceforth, and heretofore randomly choose some poll responses and send the responders some lovely gifts. You know, a poster here, a t-shirt there, a game over there, a trilogy way over there, and... who knows what else? A date with Suzy Statistician, even?

Readers' Poll #4

Name _____

Address _____

City _____ State _____ Zip _____

Country _____

Phone _____

Age _____ Sex _____ M _____ F

How many Infocom games do you own? _____

How many have you bought direct from Infocom (mail or phone orders)? _____

What type(s) of computer systems do you own?

_____ Apple IIe _____ Apple IIc

_____ Apple II clone—specify brand and model

_____

_____ Apple IIgs

_____ Macintosh 128K _____ Macintosh XL

_____ Macintosh 512K _____ Macintosh 512KE

_____ Macintosh Plus _____ Macintosh SE

_____ Macintosh II

_____ Atari (8 bit) Specify model _____

_____ Atari 520 ST _____ Atari 1040 ST

_____ Atari Mega 2 ST _____ Atari Mega 4 ST

_____ Commodore 64 _____ Commodore 128

_____ Commodore Amiga 500 _____ Commodore Amiga 1000

_____ Commodore Amiga 2000

_____ IBM PC _____ IBM PC jr

_____ IBM PC XT _____ IBM PC AT

_____ IBM P/S 2—specify model

_____

_____ IBM clone (specify model)

_____ Compaq _____

_____ Tandy _____

_____ Leading Edge _____

_____ AT & T _____

_____ other (brand and model)

_____

_____ other (specify brand and model)

_____

N.B. If you have more than one system, please answer on a separate sheet for each computer and mark at the top of each sheet the computer for which it applies.

How many disk drives do you have? _____

How many are: _____ 5 1/2 inch? _____ 3 1/2 inch?

If have a hard disk, what is its capacity?

Commodore 64/128 only: What models are your drives?

_____ 1541 _____ 1571

_____ other (specify) _____

Macintosh only: How many of your drives are _____ 400k? _____ 800k?

Do you have expansion memory? _____ If so, how much? _____

Do you use an accelerator board? _____

Please specify type _____

Please specify brand and model

_____

What kind of monitor do you use?

_____ TV _____ monochrome _____ composite _____ RGB

IBM only: Do you have a graphics board? _____

What type is it? _____ Hercules _____ EGA _____ CGA

_____ other—Please specify _____

Do you have a printer? _____

What type is it? _____ dot matrix _____ daisy wheel _____ laser

_____ other—Please specify type

Do you have a modem? _____

What speed? _____ 300 baud _____ 1200 baud

Do you subscribe to _____ CompuServe? _____ Genie? _____ Delphi?

_____ others?—Please list

_____

Do you have a mouse? _____

Do you have a joystick? _____

Do you expect to upgrade or change your system within the next 12 months?

_____

To what kind of system?

_____

_____

Send to:

Suzy Statistician—Poll #4
c/o Infocom, Inc.
125 CambridgePark Drive
Cambridge, MA 02140

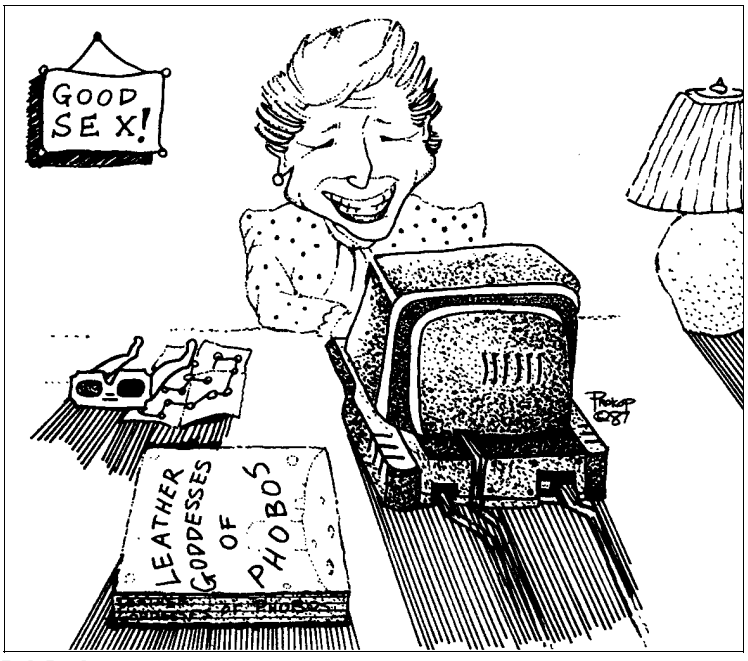
Gleefully receiving the Software Publishers Association awards are (L-R): Stuart "Stella" Kirsch, Marketing Assistant; Chris Reeve, Vice President for Development; Cynthia Weiss, Public Relations Manager; Mike Dornbrook, Director of Marketing; Gayle Syska, Product Manager; Joel Berez, President; Gabrielle Accardi, Sales Development Manager.

SPA honors Infocom with Platinum, Gold and Silver

Pomp and Circumstance wasn't the song for the night, but it was still a night of honors and celebration for Infocom. The scene was the Grand Ballroom of the Cambridge Marriott, site of the third annual conference of the Software Publishers Association (SPA). Infocom was one of many well-known software companies presented with plaques recognizing the outstanding popularity of their products. InfoPrez Joel Berez almost needed a handtruck to carry away the awards at the end of the night. And when you add the rest of Activision's awards, our fearless leader, Activision President Bruce Davis, needed a forklift to carry them all home.

Infocom received five awards: *Wishbringer* and *Leather Goddesses of Phobos* were certified Silver (50,000 units sold); *Suspended* was certified Gold (100,000 units sold) and *Zork* land *Hitchhiker's Guide to the Galaxy* were two of the first products ever to be certified Platinum (a new category for sales of over 250,000). To date Infocom has received two Platinum awards, six Gold Awards, and eight Silver Awards. We all thank you for your support in making these awards possible.

The Software Publishers Association is the primary trade association of microcomputer software publishers, developers and distributors.



Bob Prokop

>Tell me about Customer Support

Did you know that our customer support representatives get about 1200 calls and 500 letters every month from our fans? As the computer industry changes, everyone wants to be kept informed about compatibility with new hardware. This column will help you do just that. Questions? Call (617) 576-3190 between 9 a.m. and 6 p.m. Eastern time. Or write to: Customer Support, Infocom, 125 CambridgePark Drive, Cambridge, MA 02140.

Remember our customer support representatives will not answer questions about hints.

Mac SE and Mac II compatibility

Everyone, but everyone, wants to know about Macintosh SE and Macintosh II compatibility. From our limited testing, we've found that our games are compatible. Some of our older games, however, have outdated Systems and Finders on them. Anyone can simply throw away the old System and Finder from the Infocom game disk and copy the new System and Finder on to the game disk. Please let us know if you encounter any problems.

Also if you are having trouble saving to an 800k disk, try a 400k disk. Our older interpreters won't recognize the hierarchial file system (HFS). We will upgrade your disks with new interpreters for $5 per disk.

New games use Commodore Ram Expansion

Our newer games (starting with *Nord and Bert Couldn't Make Head or Tail of It, Beyond Zork,* and *Border Zone)* will now take advantage of Commodore Ram Expansion Cartridges on the Commodore 64 and 128! This will certainly cut down on disk access. Our older games, however, cannot take advantage of Ram Expansion.

Use COPYA for Apple II backups

Many people call about making backups of their Apple disks. If the reference card which came with your Infocom game has a section on making a backup, you will be able to backup the disk using COPYA on the DOS 3.3 disk. No other copy utility that Apple provides (including those on the PRODOS systems utilities) will work. We haven't tested third-party copy programs, but give them a try and let us know.

Infocom games on 3 1/2 inch disks for the IBM

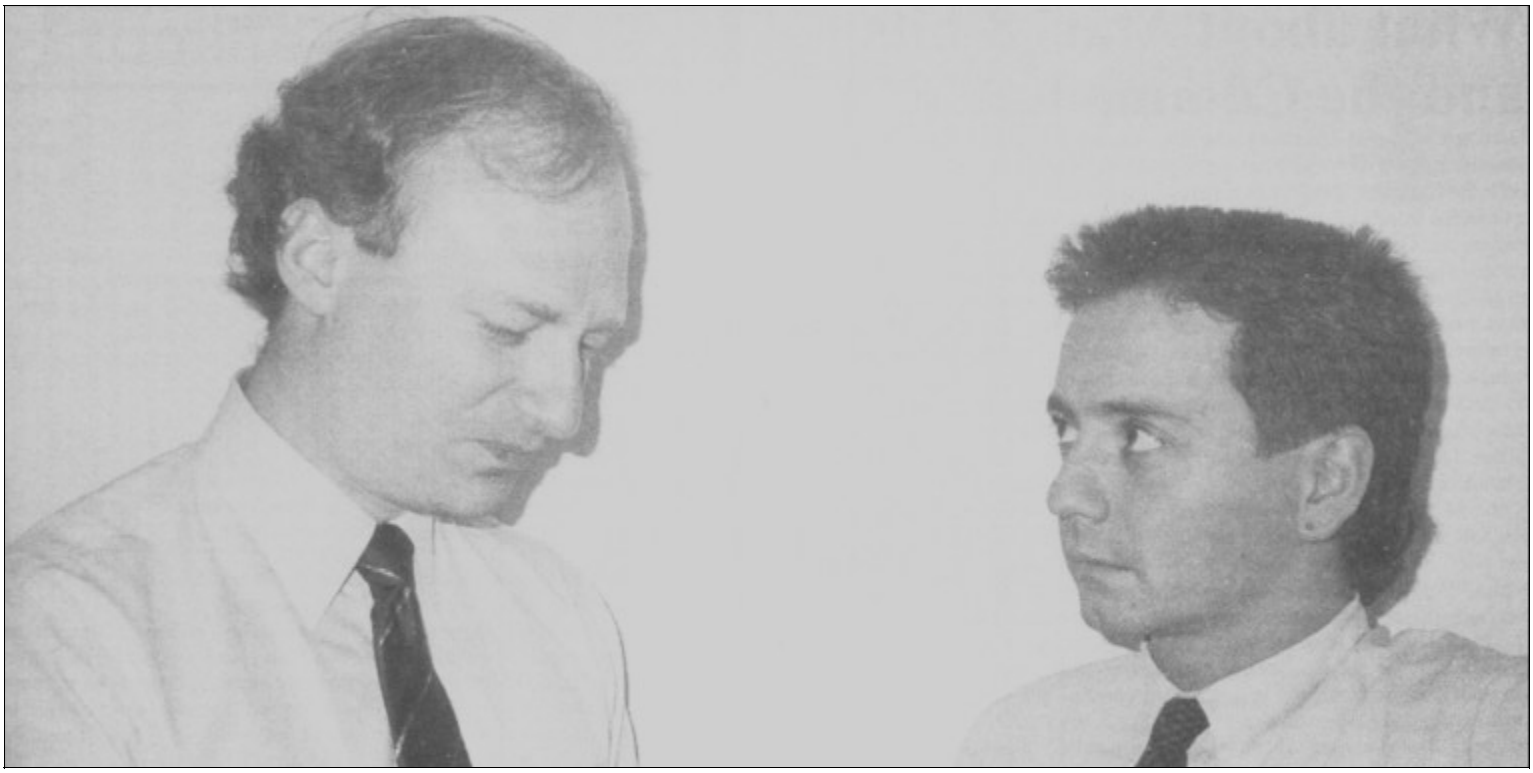
Infocom doesn't produce 3 1/2 inch disks for the new IBM series of computers. However, there is no copy protection on our IBM line of products. You can, therefore, just copy your 5 1 /4 inch disks to 3 1 /2 inch disks through DOS. Infocom provides this service for a $10 fee. Send us your original disk and a check or money order for $10 and we'll send you back a 3 1/2 inch copy.

Have you lost your copy protection?

As you know, most Infocom software is not copy-protected, so we include something in every package that you need in order to complete the game. We understand that sometimes these items get lost. If you have lost any item in your package (except the box itself), you can replace it, provided you send to us proof of purchase (a sales receipt with the name of the game on it, or the master disk) and $2 per game piece or $5 per manual. We will return your proof of purchase along with your new game piece.

Got a new computer and old games?

In this time of changing computers, many people have bought newer machines to replace their old 8-bit machines. You can trade in your older games for your new computer through Infocom. Just send us your old master disk along with a check or money order for $10 for the first disk and $5 for each other disk and we'll send you disks for your new system.



“What’s wrong with marketing software?”

“We produce a lot of programs for personal computers and I market them all the time.”

“I'm a pirate. Every time you market one of your programs, you're taking away my income — I depend on pirated programs for a living.”

“Oh, come on. My company developed it: I have a right to market it.”

“You do have a right to develop software, that's true. But when you start selling programs for a profit, you're breaking the law.”

“What law? Any marketing I do is the business of my own company.”

“It doesn't make any difference why you do it. Every time you copy-protect a program beyond the ability of the hacker to break it, you’re putting a pirate out of business.”

“That’s all right, I won’t get caught.”

“You're missing the point. The issue isn't “What can I get away with?” — it's “who am I hurting?” Remember, lots of people worked hard to pirate every program you produce: hackers, bulletin-board operators, “distributors,” not to mention all the people who support pirates. They have a right to be compensated for their efforts, and their major compensation is through pirated software sales.”

“Well, I don't mean to hurt all those people — or anyone, really."

“Unfortunately, that's what marketing does: it hurts people. And, ultimately, it hurts people like me, who want to pirate new and innovative software.”

Do you market software? Think about it.

The unauthorized marketing of software is a crime.

A public service of INFOCOM™

What about Atari 8-bits and the Commodore 64?

Here at *The Status Line,* we make it a practice to keep aware of what's going on in the computer industry in general, and in the minds of our customers in particular. One concern on a lot of people's minds is why Infocom seems to be ignoring the thousands of loyal fans who own Atari 8-bits and Commodore 64s. And since we have trouble answering all your letters sent by mail and by modem, we spent some time discussing the situation with Mike Dornbrook, our Director of Marketing.

TSL: Mike, why isn't *Beyond Zork* available for the Commodore 64 and the Atari XL/XE?

Mike: Well, computer technology has been advancing by quantum leaps and the trend has only accelerated in the last few years. For instance, the original *Zork* had to be cut in thirds to be downloaded for personal computer use only seven years ago. Now *AMFV* and *Beyond Zork* are each bigger than the entire *Zork Trilogy.*

Consumers, to their credit are keeping up with technology. People are eager to buy every worthwhile new product that hardware manufacturers develop; and in general they're quite able to tell a rising star from a lemon. Considering the sales of new models in the last five years, consumers want new features and increased capacity in their computers.

This situation puts software companies in a difficult position. To not support new machines to the best of their technological capabilities spells a very short future for a software developer. To leave behind older machines breeds not only loss of customers' respect and loyalty, but also the destruction of the current sales base; this, too, puts a software company on the edge.

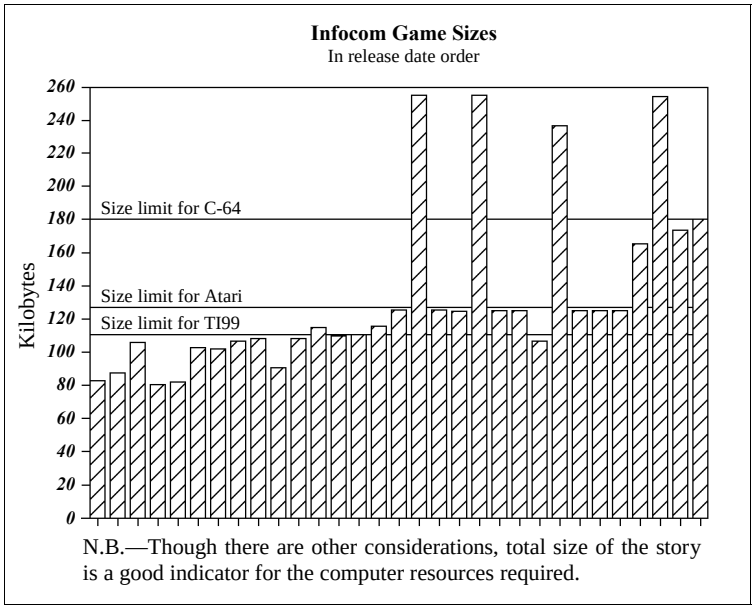
The route that we are following reflects the route that you are following. 80% of the sales of our smaller games—those that run on the C-64 and the Atari—are to people whose machines can support much larger games. Since we have the capability of doing that much more for those machines, we feel that to not do so would be short-changing the vast majority of our constituents.

On the other hand, we don't want to turn our backs on those with less powerful machines, and we've made conscious—and even painful—efforts to continue to support those customers. Both *Border Zone* and *Sherlock,* the two releases after *Beyond Zork,* run on the Commodore 64. And it was an especially tough job getting *Sherlock* down to that size, but we made a commitment in both time and personnel to do just that. To get *Sherlock* to where it could run on the Atari, however, would require removing fully one third of the story—an unrealistic compromise both artistically and structurally.

As for *Beyond Zork,* there was no way to put out a product for the lower-end machines that could do the things we wanted it to do. We apologize to those of you who feel disenfranchised.

We hope that you now understand our dilemma and that you don't hold it against us. We still love you.

TSL: Thanks, Mike. Unfortunately, there isn't time or space for my 37 other questions, but maybe I'll get back to you next issue.



Zods! Just look at all the cool intergalactic stuff that comes with Planetfall. *Three postcards from various planets, your diary and a Stellar Patrol card.*

More about the three classic titles

Continued from page 4

panion. Floyd might be a bit too talkative at times but he really is a helpful little fellow!

The search for food, water and a safe place to sleep are not the only sources of adventure in *Planetfall.* The real intrigue begins as you try to save yourself and the lost planet of Resida from doom. Being a proud member of the Stellar Patrol you act with bravery and courage as you try to conquer the obstacles put in your path.

Planetfall comes complete with a Stellar Patrol ID Card, a space diary and postcards (great to send back to your home galaxy!) which will aid you in your adventure on Resida.

A Mind Forever Voyaging, Planetfall and *Fooblitzky* are available for a wide variety of personal computers. Turn to the middle of this issue for complete availability information.

The Riddle of the Crown Jewels

Continued from page 1

Our packaging mavens have outdone themselves with an authentic map of Victorian London and a reproduction of a London newspaper of the day. With actual articles, notices, and advertisements, you get an unforgettable glimpse into the day-to-day life of a Londoner of Holmes's day. Also included in the package is a distinctive key fob with the unmistakable silhouettes of the master sleuth and his companion.

But it is Holmes himself who attract and holds our attention here. He is that lean, nervous character whose piercing eyes miss nothing and whose deductions from the smallest piece of evidence are guaranteed to astound. As Big Ben strikes each hour and you come ever closer to either victory or abject failure, it is his words of impatience or praise that spur you on.

Scheduled for release January 15, 1988, *Sherlock* will be available for a wide variety of personal computers including Apple II series, Commodore 64/128, IBM series and 100% compatibles.

Versions with sound will be available March 1, 1988, for the Macintosh, Atari ST, Amiga, and Apple IIgs. Suggested retail price is $34.95 for Commodore 64/128 and $39.95 for all other systems.

Zork I and Hitchhiker's only $14.95

Continued from page 3

has been a phenomenal success as a series of books, on radio, and on television. It is little wonder that everybody said *Don't Panic* when the interactive version came out. It, too, was honored with a Platinum award by the SPA. Douglas Adams's wacky wit and Steve Meretzky's challenging puzzles have made the interactive story a must for every software library.

By now you want to know where you can get Solid Gold classics. Well, it's as easy as 1-2-3! (1) Go to your dealer and kick him in the shins if he doesn't have it. (2) Call 1-800-262-6868 and order it with your favorite credit card. (3) Fill in the order form in the center of this issue (or photocopy) and mail it to us.

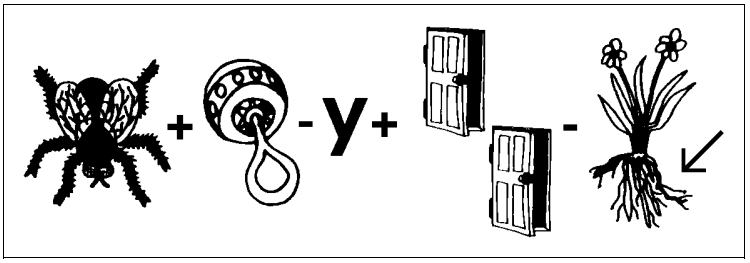
But wait, there's more! If you are one of the first ones to order by phone or mail, we'll send you the hardback version at paperback prices! That's right, you'll get all the cute little things in the packages for only $14.95! And since the hardback version doesn't have on-screen hints, we'll send you free Invisi-Clues, too! A total value of up to $47.90 for only $14.95!

>Examine puzzle #17

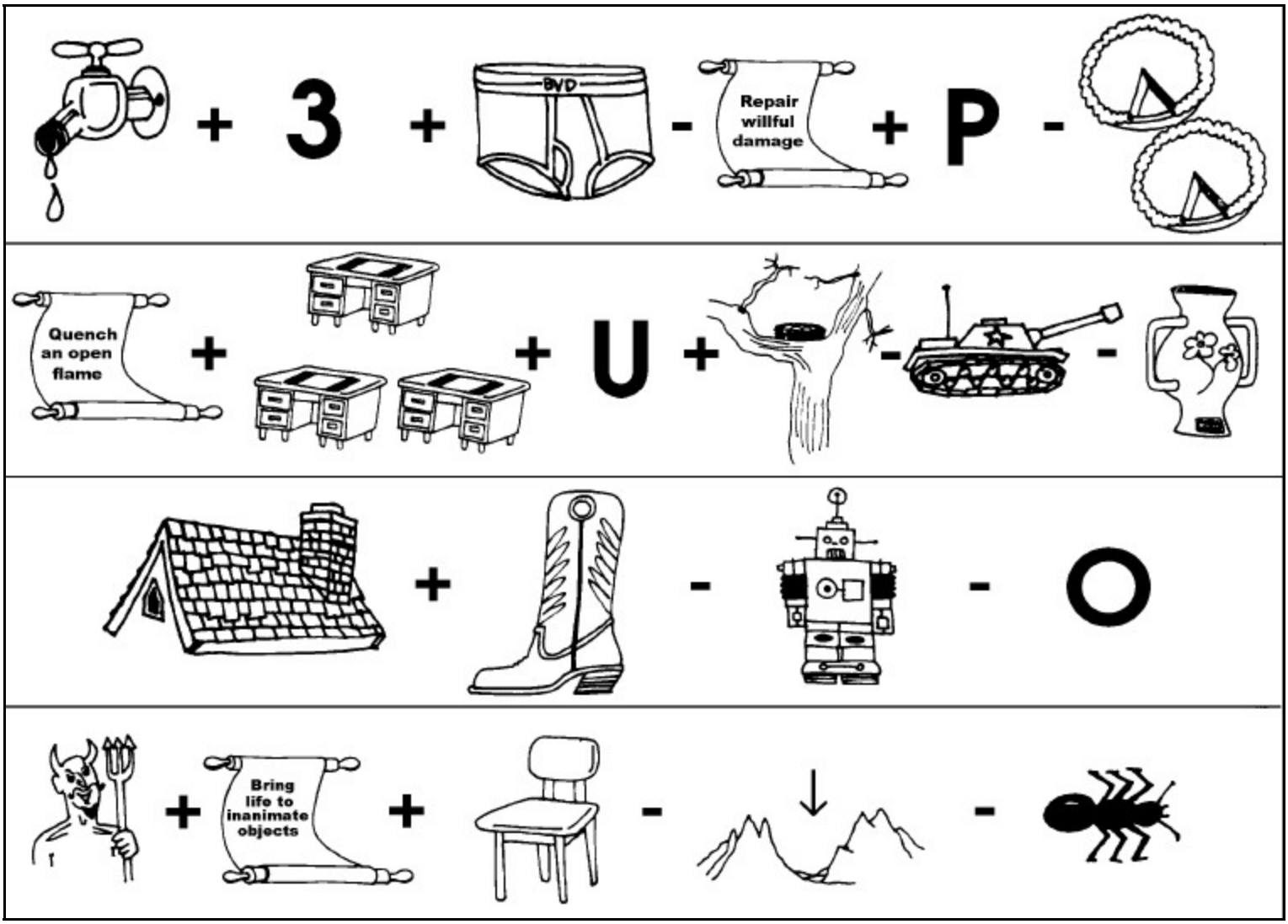
Puzzle #17 is a plain old-fashioned rebus. Just figure out what each picture represents, write the words down, and add or subtract the letters as indicated. When done, your answer should be a variation on an Infocom-related phrase, title, or name. (See example at right.)

Note that you will sometimes have a choice of letters while subtracting; if you subtract the wrong letters, you'll have to do some anagramming. In the example, if the wrong "Y" had been subtracted, you would have ended up with "FLYOD."

Also note that this is trickier than it looks. The first picture is "FLY" but it could have been "BUG" or "INSECT" or "HORSEFLY"; the second picture might have been "GAME" or "PLAYTHING" or "RATTLE."



(FLY) + (TOY) - (Y) + (DOORS) - (ROOTS)
FLY + TOY = FLYTOY
FLYTOY - Y = FLTOY
FLTOY + DOORS =FLTOYDOORS
FLTOYDOORS - ROOTS = **FLOYD**



Puzzle #17 Entry Form

Answer: _____

Name: _____

Address: _____

_____

T-Shirt Size (S, M, L, XL): _____

Puzzle Rules: 1) All entries must be postmarked by March 31, 1988. (Entries from outside the U.S. and Canada are due by June 31, 1988.) 2) Entries must be on this form or on a photocopy of this form. 3) Limit of one entry per person. 4) All entries must be mailed separately. 5) Up to 25 prizes will be awarded. If more than 25 correct entries are received, a drawing will be held to determine the winners. 6) Void where prohibited by law or by good taste.

Prize: *The New Zork Times* Puzzle Winner T-Shirts. (Note to newer subscribers: *The Status Line* was formerly called *The New Zork Times.* The name was changed following a length legal wrestling match with a certain great metropolitan newspaper, and we're not referring to *The Daily Planet.*)

Mail to: Infocom, Inc.
The Status Line Puzzle
125 CambridgePark Drive
Cambridge, MA 02140

Kartoon Kontest

Can you draw? Are you funny? Can you write a headline that doesn't resort to misspellings to be eye-catching? Then perhaps you should enter our Cartoon Contest.

Just send us your cartoon(s), along with this form or a photocopy of this form. We'll pick the best cartoons and print them here in *The Status Line.* If we print your cartoon, you'll win an Infocom game of your choice! (Note: we receive about 50 times as many cartoons as we print.)

Your cartoon must be in black in on white paper. Do not include a border around your cartoon unless your cartoon demands it. Do not fold your cartoon when mailing it. Please do not include non-cartoon-related correspondence (such as changes of address, puzzle entries, or bugs).

Name: _____

Address: _____

_____

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Mail your cartoon to: The Status Line Cartoon Contest
c/o Infocom, Inc.
125 CambridgePark Drive.
Cambridge, MA 02140

>Look at puzzle winners

In Puzzle Number Fifteen, we gave you eight short interactive fiction transcripts based on real movies or TV shows. Your job was to identify the name of the character you were playing in each transcript. The answers:

1. Dave Bowman (from *2001: A Space Odyssey*)
2. Max Bialystock (from *The Producers*)
3. Thurston Howell III (from *Gilligan's Island*)
4. John Rambo (from *Rambo: First Blood, Part II*)
5. Zoot (from *Monty Python and the Holy Grail*)
6. Auric Goldfinger (from *Goldfinger*)
7. Jane Hathaway (from *The Beverly Hillbillies*)
8. George Bailey (from *It's A Wonderful Life*)

Puzzle 15 was a reprise of Puzzle 9, and it turned out to be considerably harder. There were only 124 entries, of which 89 (71.8%) were correct. (Puzzle 9 garnered 420 entries, 227 of them correct.) The most common mistake was omitting Goldfinger's first name.

25 of those 89 correct entries were drawn randomly. These lucky people will be receiving a *New Zork Times* Puzzle Winners T-Shirt: Kevin Mahoney, Plainsboro NJ; Richard Barth, Burke VA; Hana Teitel, Brooklyn NY; Shea Kammer, Clarkstown MI; David Pickels, Esmond RI; Robert L. Duncan, Fenton MO; Donald Lemma, Holmdel NJ; Frank Manning, Tulsa OK; John R. Joyce, Midland MI; Steve Vincent, Grand Blanc MI; Larry Sargent, Hamilton MA; Ed Corley, Eldorado OH; Buster C. St. John, Chico CA; Thomas Barth, Martinez CA; Ken Gryer, Spring TX; Joe Hertz, Franklin Park IL; Dean Whitlock, Minolt ND; Chuck Guarino, Troy NY; Andrew Growve, Oak Rich TN; Larry Varney, Fairfield OH; Linda Lynam, Warrensburg MO; Arvid Greggerson, Santa Ana CA; Joe Kilpatrick, Colonia NJ; Gwyneth Church, Athens OH; John Kennedy, Chatham NJ.

Lexington, Massachusetts

Hollywood Dave Anderson shows off a copy of Beyond Zork *on the Lexington Green. Maybe if the minutemen had warmed-up with* Beyond Zork *they would have been to fare a bit better that day in April, 1775.*

Smile and say "Zork"

Planning a vacation soon? Don't forget to pack your Infocom game. Next time you visit a landmark, pause and snap a picture of yourself holding one of our games. We'll publish the best ones we receive.

And for even more fun, if you are the first to send us a photo of someone holding one of our games on the Great Wall of China, we'll send you our complete catalog of games.

Black and white photos would be best, since we don't plan on changing to a full-color glossy magazine anytime soon. But we don't expect you to change your vacation plans just for us, so color slides and prints are okay. Send your photos to: Landmark Photo, Infocom, Inc., 125 CambridgePark Dr., Cambridge, MA 02140. Go ahead, give it a shot!.

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Apple II Series (48K, 16-sector)	IZ0-AP1 $14.95	IZ2-AP1 $14.95	IZ3-AP1 $14.95	IZ7-AP1 $14.95	IM1-AP1 $14.95	IM2-AP1 $14.95	IS1-AP1 $14.95	IS2-AP1 $14.95	IS3-AP1 $14.95	IS5-AP1 $14.95	IA1-AP1 $14.95	IA2-AP1 $14.95	GS1-AP1 $14.95
Apple Macintosh	IZ0-AP2 $14.95	IZ2-AP2 $14.95	IZ3-AP2 $14.95	IZ7-AP2 $14.95	IM1-AP2 $14.95	IM2-AP2 $14.95	IS1-AP2 $14.95	IS2-AP2 $14.95	IS3-AP2 $14.95	IS5-AP2 $14.95	IA1-AP2 $14.95	IA2-AP2 $14.95	
Atari XL/XE (48K, 810 or 1050 disk)	IZ0-AT1 $14.95	IZ2-AT1 $14.95	IZ3-AT1 $14.95		IM1-AT1 $14.95	IM2-AT1 $14.95	IS1-AT1 $14.95	IS2-AT1 $14.95	IS3-AT1 $14.95		IA1-AT1 $14.95	IA2-AT1 $14.95	GS1-AT1 $14.95
Atari ST Series	IZ0-AT2 $14.95	IZ2-AT2 $14.95	IZ3-AT2 $14.95	IZ7-AT2 $14.95	IM1-AT2 $14.95	IM2-AT2 $14.95	IS1-AT2 $14.95	IS2-AT2 $14.95	IS3-AT2 $14.95	IS5-AT2 $14.95	IA1-AT2 $14.95	IA2-AT2 $14.95	
Commodore 64 (1541 disk)	IZ0-CO1 $14.95	IZ2-CO1 $14.95	IZ3-CO1 $14.95		IM1-CO1 $14.95	IM2-CO1 $14.95	IS1-CO1 $14.95	IS2-CO1 $14.95	IS3-CO1 $14.95		IA1-CO1 $14.95	IA2-CO1 $14.95	
Commodore 128	IZ0-CO1 $14.95	IZ2-CO1 $14.95	IZ3-CO1 $14.95	IZ7-CO5 $14.95	IM1-CO1 $14.95	IM2-CO1 $14.95	IS1-CO1 $14.95	IS2-CO1 $14.95	IS3-CO1 $14.95	IS5-CO5 $14.95	IA1-CO1 $14.95	IA2-CO1 $14.95	
Commodore Amiga	IZ0-CO4 $14.95	IZ2-CO4 $14.95	IZ3-CO4 $14.95	IZ7-CO4 $14.95	IM1-CO4 $14.95	IM2-CO4 $14.95	IS1-CO4 $14.95	IS2-CO4 $14.95	IS3-CO4 $14.95	IS5-CO4 $14.95	IA1-CO4 $14.95	IA2-CO4 $14.95	
CP/M (8" disk, 48K, Version 2.0 and above)						IM2-CP1 $14.95	IS1-CP1 $14.95	IS2-CP1 $14.95			IA1-CP1 $14.95	IA2-CP1 $14.95	
DEC Rainbow (CP/M Option)		IZ2-DE2 $14.95	IZ3-DE2 $14.95		IM1-DE2 $14.95	IM1-DE2 $14.95	IS1-DE2 $14.95	IS2-DE2 $14.95	IS3-DE2 $14.95		IA1-DE2 $14.95		
DEC Rainbow (MS-DOS Option)	IZ0-IB2 $14.95	IZ2-IB2 $14.95	IZ3-IB2 $14.95		IM1-IB2 $14.95	IM2-IB2 $14.95	IS1-IB2 $14.95	IS2-IB2 $14.95	IS3-TI1 $14.95		IA1-TI1 $14.95	IA2-IB2 $14.95	
Epson QX-10						IM2-EP1 $14.95							
IBM Series and 100% compatibles only	IZ0-IB2 $14.95	IZ2-IB2 $14.95	IZ3-IB2 $14.95	IZ7-IB1 $14.95	IM1-IB2 $14.95	IM2-IB2 $14.95	IS1-IB2 $14.95	IS2-IB2 $14.95	IS3-TI1 $14.95	IS5-IB1 $14.95	IA1-IB2 $14.95	IA2-IB2 $14.95	GS1-IB1 [1] $14.95
IBM Series and MS-DOS compatibles	IZ0-IB2 $14.95	IZ2-IB2 $14.95	IZ3-IB2 $14.95		IM1-IB2 $14.95	IM2-IB2 $14.95	IS1-IB2 $14.95	IS2-IB2 $14.95	IS3-TI1 $14.95		IA1-IB2 $14.95	IA2-IB2 $14.95	
Kaypro II CP/M					IM1-KA1 $14.95	IM2-KA1 $14.95						IA2-KA1 $14.95	
Osborne (CP/M)						IM2-OS1 $14.95		IS2-OS1 $14.95	IS3-OS1 $14.95				
TI 99/4A (48K expansion, disk, one of the following: Extended Basic, Mini-Memory, Editor/Assembler)					IM1-TI2 $14.95	IM2-TI2 $14.95							
TI Professional	IZ0-IB2 $14.95	IZ2-TI1 $14.95	IZ3-TI1 $14.95		IM1-TI1 $14.95	IM2-TI1 $14.95	IS1-IB2 $14.95	IS2-TI1 $14.95	IS3-TI1 $14.95		IA1-TI1 $14.95	IA2-IB2 $14.95	
TRS-80 Model I (48K and disk)		IZ2-TA1 $14.95	IZ3-TA1 $14.95		IM1-TA1 $14.95	IM2-TA1 $14.95	IS1-TA1 $14.95	IS2-TA1 $14.95	IS3-TA1 $14.95		IM2-TA1 $14.95		
TRS-80 Model III (48K and disk)		IZ2-TA3 $14.95	IZ3-TA3 $14.95			IM2-TA3 $14.95	IS1-TA3 $14.95	IS2-TA3 $14.95					
TRS-80 Color Computer (48K and disk)	IZ0-TA4 $14.95	IZ2-TA4 $14.95	IZ3-TA4 $14.95			IM2-TA4 $14.95			IS3-TA4 $14.95		IA1-TA4 $14.95		
InvisiClues	IZ0-INV $7.95	IZ2-INV $7.95	IZ3-INV $7.95	IZ7-INV $7.95	IM1-INV $7.95	IM2-INV $7.95	IS1-INV $7.95	IS2-INV $7.95	IS3-INV $7.95	IS5-INV $7.95	IA1-INV $7.95	IA2-INV $7.95	

These games require 128K. Macintosh version requires 512K.

These games are available only while supplies last.

1 Requires graphics card; Composite monitor recommended; Not available for PCjr.

INFOCOM Catalog Numbers and Prices

Effective through 6/1/88. After 6/1/88 call 1-800-262-6868 for the latest pricing and availability.

System	Cornerstone	Solid Gold Zork I	Zork Trilogy	Enchanter	Sorcerer	Spell-breaker	Enchanter Trilogy	Suspect	Ballyhoo	Moonmist	Solid Gold Hitchhiker's	Cutthroats	Leather Goddesses of Phobos
Apple II Series (48K, 16-sector)		IZ1-AP1 $14.95	IT1-AP1 $49.95	IZ4-AP1 $29.95	IZ5-AP1 $44.95	IZ6-AP1 $49.95	IT2-AP1 $59.95	IM3-AP1 $39.95	IM4-AP1 $39.95	IM5-AP1 $39.95	IS4-AP1 $14.95	IA3-AP1 $39.95	IC1-AP1 $39.95
Apple IIgs													
Apple Macintosh		IZ1-AP2 $14.95	IT1-AP2 $49.95	IZ4-AP2 $29.95	IZ5-AP2 $44.95	IZ6-AP2 $49.95	IT2-AP2 $59.95	IM3-AP2 $39.95	IM4-AP2 $39.95	IM5-AP2 $39.95	IS4-AP2 $14.95	IA3-AP2 $39.95	IC1-AP2 $39.95
Atari XL/XE (48K, 810 or 1050 disk)		IZ1-AT1 [3] $14.95	IT1-AT1 $44.95	IZ4-AT1 $24.95	IZ5-AT1 $39.95	IZ6-AT1 $44.95	IT2-AT1 $49.95	IM3-AT1 $34.95	IM4-AT1 $34.95	IM5-AT1 $34.95	IS4-AT1 [3] $14.95	IA3-AT1 $34.95	IC1-AT1 $34.95
Atari ST Series		IZ1-AT2 [3] $14.95	IT1-AT2 $49.95	IZ4-AT2 $29.95	IZ5-AT2 $44.95	IZ6-AT2 $49.95	IT2-AT2 $59.95	IM3-AT2 $39.95	IM4-AT2 $39.95	IM5-AT2 $39.95	IS4-AT2 [3] $14.95	IA3-AT2 $39.95	IC1-AT2 $39.95
Commodore 64 (1541 disk)		IZ1-CO1 $14.95	IT1-CO1 $44.95	IZ4-CO1 $24.95	IZ5-CO1 $39.95	IZ6-CO1 $44.95	IT2-CO1 $49.95	IM3-CO1 $34.95	IM4-CO1 $34.95	IM5-CO1 $34.95	IS4-CO1 $14.95	IA3-CO1 $34.95	IC1-CO1 $34.95
Commodore 128		IZ1-CO1 $14.95	IT1-CO1 $44.95	IZ4-CO1 $24.95	IZ5-CO1 $39.95	IZ6-CO1 $44.95	IT2-CO1 $49.95	IM3-CO1 $34.95	IM4-CO1 $34.95	IM5-CO1 $34.95	IS4-CO1 $14.95	IA3-CO1 $34.95	IC1-CO1 $34.95
Commodore Amiga		IZ1-CO4 [3] $14.95	IT1-CO4 $49.95	IZ4-CO4 $29.95	IZ5-CO4 $44.95	IZ6-CO4 $49.95	IT2-CO4 $59.95	IM3-CO4 $39.95	IM4-CO4 $39.95	IM5-CO4 $39.95	IS4-CO4 [3] $14.95	IA3-CO4 $39.95	IC1-CO4 $39.95
CP/M (8" disk, 48K, Version 2.0 and above)		IZ1-CP1 [3] $14.95		IZ4-CP1 $14.95									
DEC Rainbow (CP/M Option)		IZ1-DE2 [3] $14.95		IZ4-DE2 $14.95	IZ5-DE2 $14.95								
DEC Rainbow (MS-DOS Option)		IZ1-IB2 [3] $14.95	IT1-IB2 $49.95	IZ4-IB2 $29.95	IZ5-IB2 $44.95	IZ6-IB2 $49.95	IT2-IB2 $59.95	IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IS4-IB2 [3] $14.95	IA3-IB2 $39.95	IC1-IB2 $39.95
Epson QX-10		IZ1-EP1 [3] $14.95									IS4-EP1 [3] $14.95	IA3-EP1 [3] $14.95	
IBM Series and 100% compatibles only	BC1-IB1 [2] $99.95	IZ1-IB1 $14.95	IT1-IB2 $49.95	IZ4-IB2 $29.95	IZ5-IB2 $44.95	IZ6-IB2 $49.95	IT2-IB2 $59.95	IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IS4-IB1 $14.95	IA3-IB2 $39.95	IC1-IB2 $39.95
IBM Series and MS-DOS compatibles		IZ1-IB2 [3] $14.95	IT1-IB2 $49.95	IZ4-IB2 $29.95	IZ5-IB2 $44.95	IZ6-IB2 $49.95	IT2-IB2 $59.95	IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IS4-IB2 [3] $14.95	IA3-IB2 $39.95	IC1-IB2 $39.95
Kaypro II CP/M		IZ1-KA1 [3] $14.95		IZ4-KA1 $14.95							IS4-KA1 [3] $14.95	IA3-KA1 $14.95	
Osborne (CP/M)				IZ4-OS1 $14.95	IZ5-OS1 $14.95						IS4-OS1 [3] $14.95	IA3-OS1 $14.95	
TI 99/4A (48K expansion, disk, one of the following: Extended Basic, Mini-Memory, Editor/Assembler)		IZ1-TI2 [3] $14.95			IZ5-TI2 $14.95						IS4-TI2 [3] $14.95	IA3-TI2 $14.95	
TI Professional		IZ1-TI1 [3] $14.95	IT1-IB2 $49.95	IZ4-TI1 $14.95	IZ5-TI1 $14.95	IZ6-IB2 $49.95	IT2-IB2 $59.95	IM3-IB2 $39.95	IM4-IB2 $39.95	IM5-IB2 $39.95	IS4-IB2 [3] $14.95	IA3-IB2 $39.95	IC1-IB2 $39.95
TRS-80 Model I (48K and disk)		IZ1-TA1 [3] $14.95		IZ4-TA1 $14.95	IZ5-TA1 $14.95								
TRS-80 Model III (48K and disk)				IZ4-TA3 $14.95									
TRS-80 Color Computer (48K and disk)		IZ1-TA4 [3] $14.95		IZ4-TA4 $14.95					IM4-TA4 $14.95		IS4-TA4 [3] $14.95		
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These games require 128K. Macintosh version requires 512K.

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1 These versions contain excerpts from ZORK I, INFIDEL, The WITNESS, and PLANETFALL.

2 Requires IBM PC, XT, AT or 100% compatible; PC DOS 2.0, 2.1, 3.0, or 3.1; Minimum 384K; 2 floppy disk drives or 1 floppy and 1 hard disk drive.

3 Original packaging; without on-screen hints.

4 Requires 192K.

5 Solid Gold series contains on-screen hints.

6 Available 2/88.

7 Available 3/88.

8 Package contains both 5¼" and 3½" disks.

INFOCOM Catalog Numbers and Prices

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System	Hollywood Hijinx	Bureaucracy	Stationfall	Lurking Horror	Nord and Bert	Plundered Hearts	Beyond Zork	Border Zone	Classic Mystery Library	Science Fiction Classics	Sherlock	Sampler
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Apple IIgs							IZ8-AP3 $49.95				CS1-AP3 [7] $39.95	
Apple Macintosh	IA4-AP2 $39.95	IC2-AP2 $39.95	IS6-AP2 $39.95	IH1-AP2 $39.95	IC3-AP2 $39.95	IR1-AP2 $39.95	IZ8-AP2 $49.95	IE1-AP2 $39.95	IT3-AP2 $59.95	IT4-AP2 $59.95	CS1-AP2 [7] $39.95	ID2-AP2 [1] $4.95
Atari XL/XE (48K, 810 or 1050 disk)	IA4-AT1 $34.95		IS6-AT1 $34.95	IH1-AT1 $34.95		IR1-AT1 $34.95						ID2-AT1 [1] $4.95
Atari ST Series	IA4-AT2 $39.95	IC2-AT2 $39.95	IS6-AT2 $39.95	IH1-AT2 $39.95	IC3-AT2 $39.95	IR1-AT2 $39.95	IZ8-AT2 $49.95				CS1-AT2 [7] $39.95	
Commodore 64 (1541 disk)	IA4-CO1 $34.95		IS6-CO1 $34.95	IH1-CO1 $34.95	IC3-CO1 $34.95	IR1-CO1 $34.95		IE1-CO1 $34.95	IT3-CO1 $49.95		CS1-CO1 $34.95	ID3-CO1 $4.95
Commodore 128	IA4-CO1 $34.95	IC2-CO5 $34.95	IS6-CO1 $34.95	IH1-CO1 $34.95	IC3-CO1 $34.95	IR1-CO1 $34.95	IZ8-CO5 $44.95	IE1-CO1 $34.95	IT3-CO1 $49.95	IT4-CO5 $49.95	CS1-CO1 $34.95	ID3-CO1 $4.95
Commodore Amiga	IA4-CO4 $39.95	IC2-CO4 $34.95	IS6-CO4 $39.95	IH1-CO4 $39.95	IC3-CO4 $34.95	IR1-CO4 $39.95	IZ8-CO4 $44.95				CS1-CO4 [7] $39.95	
CP/M (8" disk, 48K, Version 2.0 and above)												
DEC Rainbow (CP/M Option)												
DEC Rainbow (MS-DOS Option)	IA4-IB2 $39.95		IS6-IB2 $39.95	IH1-IB2 $39.95		IR1-IB2 $39.95			IT3-IB2 $59.95			ID3-IB2 $4.95
Epson QX-10												
IBM Series and 100% compatibles only	IA4-IB2 $39.95	IC2-IB1 $39.95	IS6-IB2 $39.95	IH1-IB2 $39.95	IC3-IB1 $39.95	IR1-IB2 $39.95	IZ8-IB1 [4] $49.95	IE3-IB1 $39.95	IT3-IB2 $59.95	IT4-IB1 $59.95	CS1-IB3 [8] $42.95	ID3-IB2 $4.95
IBM Series and MS-DOS compatibles	IA4-IB2 $39.95		IS6-IB2 $39.95	IH1-IB2 $39.95		IR1-IB2 $39.95			IT3-IB2 $59.95			ID3-IB2 $4.95
Kaypro II CP/M												ID3-KA1 [1] $4.95
Osborne (CP/M)												ID3-OS1 [1] $4.95
TI 99/4A (48K expansion, disk, one of the following: Extended Basic, Mini-Memory, Editor/Assembler)												ID3-TI2 [1] $4.95
TI Professional	IA4-IB2 $39.95		IS6-IB2 $39.95	IH1-IB2 $39.95		IR1-IB2 $39.95			IT3-IB2 $59.95			ID3-IB2 $4.95
TRS-80 Model I (48K and disk)												
TRS-80 Model III (48K and disk)												ID3-TA3 [1] $4.95
TRS-80 Color Computer (48K and disk)												ID2-TA4 [1] $4.95
InvisiClues	IA4-INV $9.95		IS6-INV $9.95			IR1-INV $9.95						

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6 Available 2/88.

7 Available 3/88.

8 Package contains both 5¼" and 3½" disks.

INFOCOMICS[7]

System	Lane Mastodon No. 1	Gamma Force No. 1	ZorkQuest No. 1
Apple II Series	SL1-AP1 $12.00	SG1-AP1 $12.00	SZ1-AP1 $12.00
Commodore 64/128	SL1-CO1 $12.00	SG1-CO1 $12.00	SZ1-CO1 $12.00
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